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Cursed Asylum



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This fan-fiction article, **Cursed Asylum**, was written by **Adalwulf of Aedirn**. Please do not edit this fiction without the writer's permission.

A Cursed Asylum is a new monster-like species first appearing in the mid-13th century with the creation of mental asylums to help treat mental illness. While asylums were created to help or at least care for the mentally ill, they also had an unforeseen side effect collecting Sources whose uncontrolled magical power pooled together to bend reality itself granting the asylum life as more and more magical energy accumulated and eventually when the patients lost their lives their spirits possessed the building they resided in.

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Cursed Asylum



Taxonomy

- Classification
- Heteromorphic Race
 - Spectre/Cursed One
 - Collective Entity

Physiology

Height	However tall the building is
Length	However long the building is
Weight	However heavy the building is
Hide	Dependent on building material
Eyes	None

Ecology

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Lifespan	Will continue to exist until all the spirits powering it are properly exorcised and the building itself destroyed, if not done in this order the building will restore itself by the next night
Nature	Starts out benign but as more time is spent in it and sanity starts to wane in its victims it will strengthen its attempts to get them.
Diet	Souls
Prey	Any intelligent being
Predators	<ul style="list-style-type: none">• Witchers• Priests (Some legitimate ones might survive the ordeal)

Physiology

A Cursed Asylum looks like the building it originally was before gaining power and sentience, it however has several characteristics that can mark apart from other normal buildings.

Abilities

- Haunting: The unstable magic of the dead Sources and other souls cause the asylum buildings to become a festering ground for ghosts and lost spirits.
 - Cold Presence: The consciousness of the Cursed Asylum projects a field that lowers the temperature around them, creating a constant chill.
 - Dimension Creation: A Cursed Asylum is capable of creating a dimension based on reality in its original building, it separates this dimension from reality by first creating a portal to serve as an entrance that its victims will pass through.
 - Dimensional Imprisonment: A Cursed Asylum seeks to imprison other beings in its alternative dimension until they die so it can add to its pool of spiritual energy and specters.
 - Portal Creation: A Cursed Asylum is capable of creating a portal for transport between two non-adjacent locations (i.e its physical body aka the asylum building found in the mortal plane and its own dimension that consists of its spiritual body).
- Electronic Disruption: Discovered by mages, it is found that Cursed Asylums have the ability to disrupt electronic signals, causing electricity or lightning-based air magic items to work erratically, or fail completely.
- Phantasm Manipulation: Cursed Asylums can create ghost/specters out of anyone who dies in their halls, then manipulate their ghosts/specters as well as their energies. A Cursed Asylum can induce fear into the hearts of others, using their captive spirits to cause great chaos and control the souls of others when they are dead.
 - Apparition Materialization: Cursed Asylums can bring spirits or apparitions into the physical realm to do their bidding. Possibly including full bodied spirits or the limbs of the spirits to use as attacks.
 - Astral Trapping: Cursed Asylums can restrain, trap and/or seal astral beings (including astrally projecting beings, ghosts, spirits, psychic entities, etc.) into themselves.
 - Soul Trapping: A Cursed Asylum's main way to gain power is to trap souls in its other dimension.

Behaviors

After gaining sentience Cursed Asylums are usually abandoned rather quickly (a few weeks to a few years) as mysterious circumstances start to affect patients and staff.

Nocturnal

During the day, a Cursed Asylum is much like any other building, some of its supernatural occurrences may happen but they are so infrequent that it often goes unnoticed or explained away. At night however, anyone who is within the threshold of the Cursed Asylum is subject to its rules.

Limited Reality and Space Warping

Cursed Asylums are notorious among those who know them of them for their ability to shift their inner structure which works similar to a [Labyrinth](#), effectively creating their own personal plane of existence that a person can accidentally enter through a doorway or window inside the building. The Cursed Asylum can affect its internal dimension in many ways such as making time pass faster inside of it making days pass within seconds or minutes in the outside world, they can also lengthen hallways or rearrange structures inside so that an exit becomes another hallway.

Spirits of Past Patients

A Cursed Asylum is listed as a collective entity because it manifests the spirits of the departed and those who experience great anguish and agony in its halls, which means a lot of spirits. These spirits intentions can differ but a majority of them do not retain humanity or friendliness, with the Cursed Asylum driving them to have intruders join their spectral number by any means possible.

Weaknesses

Dimeritium

Because the power of a Cursed Asylum is magical in nature the metal dimeritium can affect it and its summoned specters, causing specters to temporarily disperse or magical effects to come undone.

Salt

Due to the purifying power of salt, lines can be drawn around areas to provide protection from interference from a Cursed Asylum and its summoned specters.

Witcher Oils

Because the Cursed Asylum is both the product of a curse and a spectral infestation, both Cursed Oil and Specter Oil can be applied to weapon to deal with entities that manifest inside of it.

Weakened by Prayer and Rituals

Because the Cursed Asylum is both the product of a curse and a spectral infestation, prayers from legitimate priests as well as special exorcism rituals can affect entities that manifest inside of it.

List of Cursed Asylums throughout history

TBA

Trivia

- Cursed Asylums are based off of movie series called [Grave Encounters](#), all credit for the original idea goes to the creators of that series, I'm just taking the concept and giving it a witcher twist.

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